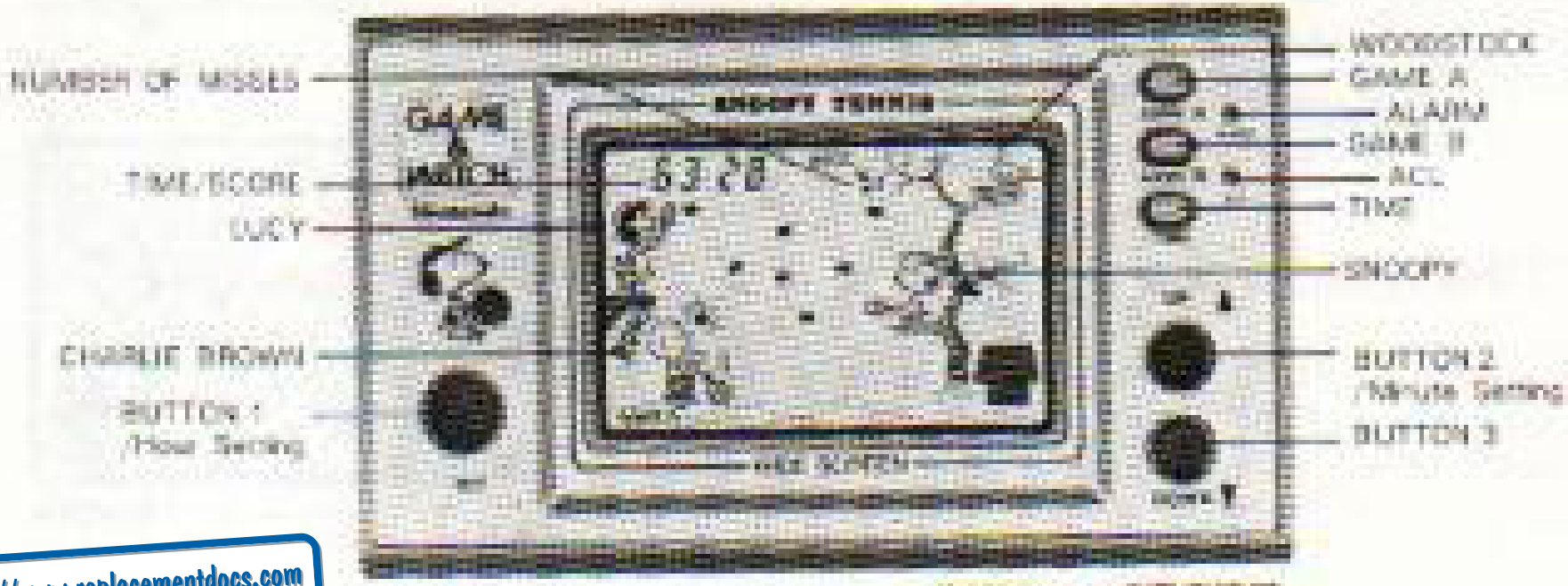
ELECTRONIC GAME & WATCH™

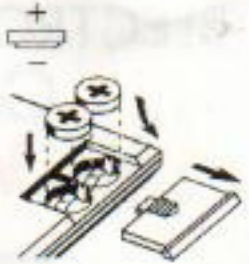
SNOOPY TENNIS (SP-30)

WIDE SCREEN



http://www.replacementdocs.com

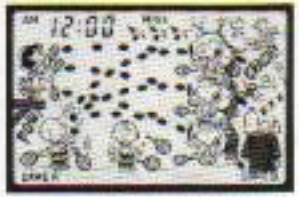
INSERTING THE BATTERIES



Insert two LR43 or SR43 batteries into battery compartment with the positive electrode atop.

When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes low or be completely lost. In such a cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET



Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME button and the clock will start. Pattern moves every second.

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Woodstock should appear in the nest. If he does not appear, push again. (Alarm will not sound if Woodstock does not appear.)

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

At the alarm time, Woodstock jumps out of his nest and alarm sounds for 1 minute. Push TIME key to turn off alarm sound. (Alarm will not sound when game is in play.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

GAME A

Charlie Brown and Snoopy are playing tennis. Snoopy has to climb the tree to receive Charlie Brown's serve. Lucy keeps butting in, intercepts the ball from Snoopy and returns it. When Snoopy misses, ball continues on, followed by sound of broken bottles. "CRASH!" mark appears. Snoopy pretends innocence, fakes sleep. Charlie Brown's throws racket down in despair.

1. Press GAME key A. Highest previous score will be displayed. Game A begins when key is released. (Pressing ACL switch or removing batteries erases high score from memory.)
2. Right(up-down) button moves Snoopy up and down. Left button is "HIT" button. Press to return the ball. Must be timed to meet ball.

* Press the button 1 and Snoopy swings racket.
Press the button 2 and Snoopy moves up one step.
Press the button 3 and Snoopy moves down one step.
* Pressing when ball is just in front of Snoopy's face is good timing.

3. When Snoopy swings and misses, he can not move until his racket returns to original position.
4. When Snoopy returns Charlie Brown's ball, score 2 points. When returns Lucy's ball, score 3 points.

* Lucy's return comes at twice the the speed of Charlie Brown's.

5. When Snoopy lets ball go by him and "CRASH!" mark appears, score 1 miss. Broken bottle appears. 3 misses and game-over signal sounds. Game ends.
6. Bonus score are those with 200 or 500 points(200, 500, 1200, 1500, ·····to 9500). When each bonus score is reached, fanfare sounds and all misses are cancelled. When a bonus score is reached and there are no misses registered, game goes into "CHANCE TIME" for 50 to 70 seconds : score flashes on and off, returning Charlie Brown's ball score 5 points, Lucy's ball score 6 points.

* As score increases, ball speed and quantity also increase. Speed and number of balls return to original with each 100 points.
* Highest possible score is 9,999 points. Any score over 9,999 points is reset to 0, and game starts again.
* Five minutes after game ends, time display appears automatically.
* A game is not interrupted even if TIME key or other game key is pressed during game playing.

GAME B

The number and speed of balls are greater than in Game A.
The rest is the same as Game A.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.

2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
   And never open or dismantle the unit. These can result in damage.

3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.

4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)

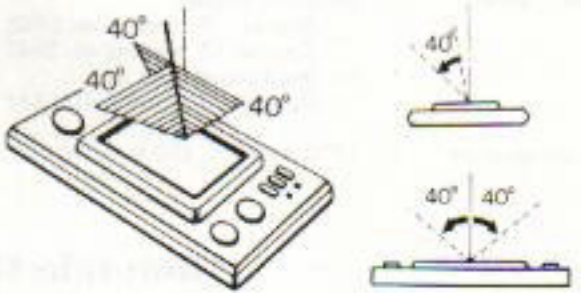
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.

6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.

7. Wipe any dust with a soft dry cloth.

8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.

9. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ± 3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR43 or SR43)
Life of the battery	:	For clock display Approx. 6 months on LR43 Approx. 12 months on SR43 For one-hour-game a day Approx. 6 months on LR43
Working temperature	:	10°C to 40°C (50°F to 104°F)

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